code checking

code checking
by spacy51 » Sun Aug 30, 2009 3:56 pm

spacy51
Senior Member
Posts: 371
Joined: Tue Mar 18, 2008 4:59 pm

I'm using the VC++ code analysis tool to improve the code quality.

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I found an unclarity where "u8 attrs" is defined twice in one function.

It would be great if someone who knows the GB code could check that up:

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gbGfx.cpp

first declaration in line 94

second declaration in line 291

Last edited by spacy51 on Sun Aug 30, 2009 4:23 pm, edited 1 time in total.

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by spacy51 » Sun Aug 30, 2009 4:01 pm

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Here is another issue:

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gb.cpp, line 1592

CODE: SELECT ALL

```
 switch(address & 0xf000) {
case 0x0a:
case 0x0b:
```

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The case marks can not be reached because of the strange bitmask in the switch statement. Has to be an error. Maybe a bit-shift is missing?

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code checking
by spacy51 » Sun Aug 30, 2009 4:05 pm

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More around that area:

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gb.cpp, Line 1637:

> case 0x44:
> if (((gbHardware & 7) && ((gbLcdMode == 1) && (gbLcdTicks == 0x71))) ||
>
> CODE: SELECT ALL
>
> ```
> (!(register_LCDC [b]&&[/b] 0x80)))
>
> return 0;
> ```

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shouldn't that be a bitwise and instead of a logic one?

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by spacy51 » Sun Aug 30, 2009 4:29 pm

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There are several cases of variables like x, or i defined multiple times, but I guess that's negligible.

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by spacy51 » Sun Aug 30, 2009 4:59 pm

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rpi.cpp, line 141:

> *(pOCur++)* = ((pICur & 0xF800) << rshiftDiff) |
> ((*pICur & 0x07E0) << gshiftDiff) |
>
> CODE: SELECT ALL
>
> ```
> ((*pICur & 0x001
>
> [b]*pICur++[/b];
> ```

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Can have two meanings: either increment value at address, or increment pointer after accessing value. I don't know what's right.

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The same issue in line 160.

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